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(54) **Apparatus for progressive jackpot gaming.**

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US-A- 4 531 187 US-A- 4 759 549

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Description

The present invention generally relates to casino or cardroom gaming involving a progressive jackpot. More particularly, it relates to a progressive jackpot that is available to be played by participants in various casino or cardroom table games.

It has become common practice in gaming establishments to provide a progressive jackpot component in connection with electronic or mechanical gaming devices, such as slot machines, video poker machines or keno machines. Typically a plurality or "bank" of machines are electronically interconnected to a common progressive jackpot meter. As gaming tokens are fed into each machine, the amount shown on the jackpot meter progresses incrementally until some lucky player lines up the winning combination, such as three or four 7's on the same row of a slot machine. In video poker, a Royal Flush normally wins the jackpot, although in some variations, a player must achieve a Royal Flush in an exact order, such as A-K-Q-J-10 from left to right, or in a particular suit, such as Spades. In video keno, a player typically must match 15 out of 15 numbers to win the progressive jackpot.

As an example of devices of the type described reference is made to US-A-4,837,728, filing date January 25, 1984 and published on June 6, 1989. This document shows devices which were in use in USA casinos before the priority date of the present application.

US-A-1,763,476 discloses a card table for playing a card game, having a plurality of indicator lamps to indicate the dealer, the trump, and the amount of the bid.

It is an object of the present invention to provide apparatus useful in providing the progressive jackpot component to casino or cardroom table games such as poker or TwentyOne. To this end the present invention provides an apparatus with the features of claim 1.

It is a feature of the present invention to have a progressive jackpot meter electronically interconnected to one or more gaming tables to allow each player at his playing location to participate in the progressive jackpot component by wagering a gaming token which automatically activates an indicator showing the player's participation and also automatically increments the progressive jackpot meter.

It is an advantage of the present invention that the apparatus makes it easy for each player to participate in the progressive jackpot component of the game.

During the play of a Twenty-One game, for example, in addition to his normal wager, a player will have the option of making an additional wager that becomes part of, and makes the player eligible to win, the progressive jackpot. If the player's Twenty-One hand comprises a particular, predetermined arrangement of cards, the player will win all, or part of, the amount showing on the progressive jackpot. This progressive jackpot feature is also adaptable to any other casino or cardroom game such as Draw Poker, Stud Poker, Lo-Ball Poker or Caribbean Stud" Poker.

The apparatus used to practice the present invention comprises a gaming table, such as those used for Twenty-One or poker, modified with the addition of a coin acceptor that is electronically connected to a progressive jackpot meter. When a player drops a coin into the coin acceptor, a light is activated at the player's location indicating that he is participating in the progressive jackpot component of the game during that hand. At the same time, a signal from the coin acceptor is sent to the progressive meter to increment the amount shown on the progressive meter. At the conclusion of the play of each hand, the coin acceptor is reset for the next hand. When a player wins all or part of the progressive jackpot, the amount showing on the progressive jackpot meter is reduced by the amount won by the player. Any number of gaming tables can be connected to a single progressive jackpot meter.

BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 shows the apparatus of the present invention using a casino gaming table with coin acceptors at each playing location electronically connected to a progressive jackpot meter.

Figure 2 shows an alternate embodiment of the present invention using a cardroom gaming table with coin acceptors at each playing location electronically connected to a progressive jackpot meter.

Figure 3 shows a block diagram of the operation of the present invention.

Figure 4 shows a schematic diagram of the electronic circuitry of the present invention.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

As shown in Figure 1, a casino gaming table 10 is provided having a plurality of playing locations 12 for players participating in the game being conducted, e.g., Twenty-One. A dealer is positioned at the dealer's location 14 adjacent a chip rack 16. Adjacent to each player location 12 is a coin acceptor 20. Each coin

acceptor 20 is electronically connected to a main control board 40 to which is connected a number of odometer-type counters 42 corresponding to the number of playing locations 12 provided on the gaming table 10. As shown in Figure 1, seven playing locations 12 are preferably provided, although the number of playing locations can be more or less than seven. A reset switch 50 is located adjacent the dealer's location 14 and is electronically connected to the main control board 40 and provides a means whereby the dealer can reset the coin acceptors 20 prior to the beginning of the play of each hand. A lockout switch 55, is also provided adjacent to the dealer's location 14 which is activated by the dealer to prevent later wagering as will be more fully explained herein.

A main control board 40 is electronically connected to a progressive jackpot control box 60 which receives the signals from each coin acceptor 20 and in response to those signals increments the progressive jackpot meter 70, as will be more fully explained herein. Also electronically connected to the progressive control box 60 is the jackpot reset control 80 which provides means for resetting the amount shown on the progressive jackpot meter whenever a player wins all, or part of, the amount shown on the progressive jackpot meter 70.

In operation, the present invention operates as follows. A conventional Twenty-One game is conducted on gaming table 10. At the beginning of each hand, each player, in addition to making his usual wager for the play of the Twenty-One hand, may also make an additional wager to be eligible to participate in the progressive jackpot component of the game during that hand. To do so, a player places a gaming token into the coin acceptor 20 associated with that player's particular playing location 12. As will be more fully explained herein, the coin acceptor 20 "recognizes" that a gaming token has been placed therein and an indicator signal 22, preferably a light, adjacent to the coin acceptor 20 is activated showing that that particular player is participating in the progressive jackpot component of the game during the play of that hand.

Besides activating the indicator signal 22, the coin acceptor 20 also sends an electronic signal to the main control board 40. This signal is sent by the main control board 40 to the odometer-type counter 42 corresponding to the particular playing location 12 to keep a sequential count of the number of gaming tokens that are placed in the particular coin acceptor 20.

The main control board 40 also activates the progressive jackpot control box 60 which in turn controls the progressive jackpot meter 70. Each gaming token placed in a coin acceptor 20 results in the amount shown on the progressive jackpot meter being increased by a predetermined amount. If, for example, each gaming token has a value of one dollar, then the amount shown on the progressive jackpot meter would be increased by any amount up to one dollar for each gaming token placed into a coin acceptor 20. In the preferred embodiment of the present invention, the progressive jackpot would be increased between 93% to 97% of the amount of each gaming token being wagered, the balance representing the house's share of the amount wagered for providing the progressive jackpot component of the game.

When each player has had a reasonable opportunity to make a progressive jackpot wager, the dealer activates lockout switch 55 which deactivates each coin acceptor 20. Any tokens placed in a coin acceptor 20 after lockout switch 55 is activated will not register. This prevents late wagering after the cards are dealt.

The amount shown on the progressive jackpot meter will continue to increase for each gaming token wagered until a player achieves a winning hand. Preselected winning hands earn a player all or part of the amount shown on the progressive jackpot meter. In a preferred embodiment, the preselected winning hands and payoff amounts in Twenty-One game are as follows:

Winning Hand	Amount of Jackpot
Four 5's and an Ace	100%
Ace, two, three, four, five and six	4%
Six, seven and eight of same suit	100 tokens
Three 7's	50 tokens

The invention is not limited to these particular combinations of winning hands or payoffs; other winning hand combinations or payoff amounts can be utilized.

When a player achieves a winning hand, the jackpot reset control 80 is manually activated by pushing a button that corresponds to the type of hand that the player achieved. The amount won by the player is thus electronically deducted from the amount showing on the progressive jackpot meter.

When a particular hand is completed at gaming table 101, the dealer presses the reset switch 50, which deactivates the indicator signal 22. Lockout switch 55 is also manually deactivated by the dealer. The coin acceptor 20 is thus readied to receive another gaming token for the next hand.

III. Seven Card Stud Poker	
Hand	Amount
Royal Flush	100%
Straight Flush	10%
Four of a Kind	100 tokens
Full House	25 tokens

IV. Lo-Ball Poker	
Hand	Amount
5-4-3-2-Ace	100%
6-4-3-2 Ace	5%
8-5-3-2-Ace	100 tokens
7-4-3-2-Ace	25 tokens

These winning hands and payoff amounts are merely preferred embodiments and the invention may be practiced using any appropriate combination of winning hands and payoff amounts.

As an alternative embodiment, progressive jackpot component of the game may be utilized as a consolation payoff for a player who otherwise loses during the play of the regular game. For example, assume the regular game being played is Five Card Stud. Players A and B are both eligible for the progressive jackpot amount because each has placed a gaming token in the coin acceptor prior to the beginning of the play of the hand. Player A holds a hand having Four of a Kind. Player B holds a Full House. Because Player A's hand is higher according to the customary poker hand ranking priority, Player A wins the pot wagered on the Five Card Stud game. As a consolation, however, Player B receives a payoff amount from the progressive jackpot for his Full House, e.g., 25 tokens. Player A does not receive a payoff from the progressive jackpot because he already has won the pot from the regular Five Card Stud game. Thus, under this alternative embodiment, a player only receives a payoff from the progressive jackpot if the player both has a hand of the preselected type and loses to a higher hand in the game being played.

Another modification would have the two players sharing in the progressive jackpot amount; the player with the preselected type of hand receiving a percentage of the progressive jackpot amount and the player with the higher poker hand receiving the rest of the progressive jackpot amount. With reference to the example above, Player B would receive 80% of the progressive jackpot amount for a Full House and Player A would receive 20% of the progressive jackpot amount for a Full House.

Figure 3 shows in block diagram form the operation of the present invention. Each playing location has a coin acceptor 210 into which a player places a gaming token in order to be eligible for the progressive jackpot amount. When all players have had sufficient time to decide whether to participate in the progressive jackpot for that hand the dealer activates the lockout switch 220 which prevents late wagers. Each gaming token placed in a coin acceptor 210 energizes the progressive output control 230 which in turn activates three separate devices. An integrated circuit timer is energized which causes an indicator light 250 to be illuminated at the location on the coin acceptor in front of the player. This gives a visual indication to the dealer that that player is participating in the progressive jackpot during the play of that hand.

The signal from the progressive jackpot control 230 also activates an odometer-type counter 255 which increments by one unit for each gaming token wagered through the coin acceptor. This allows the gaming establishment to keep an accurate count of the number of wagers made on the progressive jackpot.

The third signal from the progressive jackpot control 230 goes directly to the progressive jackpot meter 270. The progressive jackpot meter 270 shows the total amount available to be won by a player who obtains one of the preselected winning hands. The amount of the progressive jackpot meter 270 automatically increases a predetermined amount for each gaming token placed in a coin acceptor. The progressive jackpot meter 270 is programmed to increase a specified percentage of the amount wagered in the coin acceptor 210. In the preferred embodiment, the progressive jackpot meter will be increased between about 93% to 97% of the amount wagered in the coin acceptor 210.

The dealer then deals the cards to each player and the hand is played 280. If a player has a preselected winning hand, the player is paid the amount corresponding to the type of winning hand that the player has. The jackpot reset control 290 is manually activated which results in the amount of the payoff

being automatically deducted from the amount displayed on the progressive jackpot meter 270.

After the winning players have been paid, the dealer activates the reset switch 295 which both turns off the integrated circuit timer 240 and turns off the indicator light 250 and the dealer deactivates the lockout switch 297 thereby activating the coin acceptor 210 for the next hand.

Figure 4 in schematic form depicts the electronic circuitry to operate the apparatus of the present invention. The coin acceptor circuitry 300 is activated when a gaming token is dropped into the slot on the gaming table where the coin acceptor is mounted. The gaming token passes between an ultraviolet transmitter DS1 and an optic receiver Q1 (Model #MRD 300 transistor). This causes a pulse to be passed from the collector of Q1 to the base of receiver Q2. Q2 is a Model #2N3906 transistor and acts as an emitter follower and sends a pulse which is received by the integrated circuit 322,324 of the main control board 320. The integrated circuit 322,324 is a Model #LM-556 Timer. The pulse from Q2 is received at pin 325 of the lower portion 324 of the integrated circuit and this pulse causes pin 326 of the lower portion 324 to go high and turn on diode DS2 (a Model P367 diode). This diode DS2 is the indicator light 22 shown in Figure 1 and this indicator light 22 stays on until the play of the hand is finished.

The pulse from Q2 also is received by pin 323 on the upper portion 322 of the integrated circuit and this pulse creates a pulse at pin 327 of the upper portion 322 which causes transistor Q3 (a Model #T1P120 transistor) to turn on, then off for the duration of the pulse created at pin 327. The turning on and off of transistor Q3 causes the odometer-type counter 42 shown in Figure 1 to increment one digit. The odometer-type counter 330 is a six-digit non-resettable electronic 12VDC counter, WICO Model #31-443400.

The pulse created at pin 327 of the upper portion 322 of the integrated circuit also goes to the opto isolator 340 (which is a Model #H11A16E Opto Isolator). The opto isolator 340 passes this pulse to the base of transistor Q4 (a Model #2N3906 transistor) thereby turning on transistor Q4 for the duration of the pulse. When transistor Q4 is turned on, the pulse is passed to the progressive jackpot display meter 350 where the amount shown on the display meter 350 is increased by a predetermined percentage of the value of the gaming token placed in the coin acceptor 300. The progressive jackpot display meter 350 can typically be a Game Technology Model having 3" LED characters on a 44" length single progressive display.

After all bets are made, the dealer manually presses a lockout switch 360 which will clamp the output of transistor Q2 at a low level which ensures that there can be no late wagers made through the coin acceptor 300. Once the output of transistor Q2 is clamped at a low level, a gaming token placed in the coin acceptor 300 will not cause a pulse to flow through the rest of the circuitry.

The game is then played and once the game is completed, the dealer will manually press the reset switch 370 which creates a reset pulse that activates pin 328 which resets the lower portion 324 of the integrated circuit. This resetting causes pin 326 to go low which will extinguish diode DS2 which turns off the indicator light 22 on the gaming table.

The dealer also manually presses the lockout switch 360 to open the circuit and remove the clamp on the emitter of transistor Q2 which allows another hand to be played. The players commence the next hand by placing gaming tokens in the coin acceptor 300 and the process is repeated.

As will be apparent to those skilled in the art, various resistors and capacitors are provided to complete the circuitry. The specifications on the resistors and capacitors shown in Figure 4 is as follows:

Resistors	Capacitors
R1 - 68 Ohm	C1-.1ufd/35v
R2 - 3 Kohm	
R3 - 1 Kohm	C2-.01ufd/35v
R4 - 200 Ohm	
R5 - 4.7 Kohm	C3-.1ufd/35v
R6 - 10 Kohm	
R7 - 1 Mohm	C4-.1ufd/35v
R8 - 240 Ohm	
R9 - 1 Kohm	
R10 - 4.7 Kohm	
R11 - 240 Ohm	
R12 - 1 Kohm	

While the invention has been illustrated with respect to several specific embodiments thereof, these embodiments should be considered as illustrative rather than limiting. Various modifications and additions may be made and will be apparent to those skilled in the art. Accordingly, the invention should not be

being automatically deducted from the amount displayed on the progressive jackpot meter 270.

After the winning players have been paid, the dealer activates the reset switch 295 which both turns off the integrated circuit timer 240 and turns off the indicator light 250 and the dealer deactivates the lockout switch 297 thereby activating the coin acceptor 210 for the next hand.

Figure 4 in schematic form depicts the electronic circuitry to operate the apparatus of the present invention. The coin acceptor circuitry 300 is activated when a gaming token is dropped into the slot on the gaming table where the coin acceptor is mounted. The gaming token passes between an ultraviolet transmitter DS1 and an optic receiver Q1 (Model #MRD 300 transistor). This causes a pulse to be passed from the collector of Q1 to the base of receiver Q2. Q2 is a Model #2N3906 transistor and acts as an emitter follower and sends a pulse which is received by the integrated circuit 322,324 of the main control board 320. The integrated circuit 322,324 is a Model #LM-556 Timer. The pulse from Q2 is received at pin 325 of the lower portion 324 of the integrated circuit and this pulse causes pin 326 of the lower portion 324 to go high and turn on diode DS2 (a Model P367 diode). This diode DS2 is the indicator light 22 shown in Figure 1 and this indicator light 22 stays on until the play of the hand is finished.

The pulse from Q2 also is received by pin 323 on the upper portion 322 of the integrated circuit and this pulse creates a pulse at pin 327 of the upper portion 322 which causes transistor Q3 (a Model #T1P120 transistor) to turn on, then off for the duration of the pulse created at pin 327. The turning on and off of transistor Q3 causes the odometer-type counter 42 shown in Figure 1 to increment one digit. The odometer-type counter 330 is a six-digit non-resettable electronic 12VDC counter, WICO Model #31-443400.

The pulse created at pin 327 of the upper portion 322 of the integrated circuit also goes to the opto isolator 340 (which is a Model #H11A16E Opto Isolator). The opto isolator 340 passes this pulse to the base of transistor Q4 (a Model #2N3906 transistor) thereby turning on transistor Q4 for the duration of the pulse. When transistor Q4 is turned on, the pulse is passed to the progressive jackpot display meter 350 where the amount shown on the display meter 350 is increased by a predetermined percentage of the value of the gaming token placed in the coin acceptor 300. The progressive jackpot display meter 350 can typically be a Game Technology Model having 3" LED characters on a 44" length single progressive display.

After all bets are made, the dealer manually presses a lockout switch 360 which will clamp the output of transistor Q2 at a low level which ensures that there can be no late wagers made through the coin acceptor 300. Once the output of transistor Q2 is clamped at a low level, a gaming token placed in the coin acceptor 300 will not cause a pulse to flow through the rest of the circuitry.

The game is then played and once the game is completed, the dealer will manually press the reset switch 370 which creates a reset pulse that activates pin 328 which resets the lower portion 324 of the integrated circuit. This resetting causes pin 326 to go low which will extinguish diode DS2 which turns off the indicator light 22 on the gaming table.

The dealer also manually presses the lockout switch 360 to open the circuit and remove the clamp on the emitter of transistor Q2 which allows another hand to be played. The players commence the next hand by placing gaming tokens in the coin acceptor 300 and the process is repeated.

As will be apparent to those skilled in the art, various resistors and capacitors are provided to complete the circuitry. The specifications on the resistors and capacitors shown in Figure 4 is as follows:

Resistors	Capacitors
R1 - 68 Ohm	C1-.1ufd/35v
R2 - 3 Kohm	
R3 - 1 Kohm	C2-.01ufd/35v
R4 - 200 Ohm	
R5 - 4.7 Kohm	C3-.1ufd/35v
R6 - 10 Kohm	
R7 - 1 Mohm	C4-.1ufd/35v
R8 - 240 Ohm	
R9 - 1 Kohm	
R10 - 4.7 Kohm	
R11 - 240 Ohm	
R12 - 1 Kohm	

While the invention has been illustrated with respect to several specific embodiments thereof, these embodiments should be considered as illustrative rather than limiting. Various modifications and additions may be made and will be apparent to those skilled in the art. Accordingly, the invention should not be

limited by the foregoing description, but rather should be defined only by the following claims.

Claims

- 5 1. Apparatus for including a progressive jackpot component as an additional feature in a live casino table game having a gaming table (10) including a plurality of player locations (12) at which a player receives playing cards from a dealer, said apparatus comprising:
 - a) means associated with each player location for the player to insert a gaming token (20) to participate in the additional progressive jackpot component of the live casino table card game,
 - 10 b) means for indicating on a progressive jackpot meter (70) the amount in the progressive jackpot,
 - c) means for increasing the amount shown on the progressive jackpot meter (40, 60) a preselected amount of the value of the gaming token for each gaming token inserted, and
 - d) means for decrementing the amount shown on the progressive jackpot meter (80, 60) by the amount won by a player if the player achieves a predetermined arrangement of the playing cards.
- 15 2. Apparatus according to claim 1, further comprising an indicator signal means (22) associated with each playing location (12) for indicating that the gaming token has been inserted.
3. Apparatus according to claim 1 or 2, further including lockout switch means (55) for preventing late inserting of the gaming token.
- 20 4. Apparatus according to anyone of the preceding claims, further including reset switch means (50) for resetting the means to insert a gaming token (20) at the end of a each hand of the game.
- 25 5. Apparatus according to anyone of the preceding claims, wherein the means for inserting a gaming token is a coin acceptor (20) located at each player location (12), and wherein the indicating means is a numerical display (70) associated with each coin acceptor (20).

Patentansprüche

- 30 1. Vorrichtung mit einem ansteigenden Jackpot als ein zusätzliches Merkmal bei einem richtigen Casino-Tischspiel mit einem Spieltisch (10), der eine Vielzahl von Spielerplätzen (12) aufweist, an denen ein Spieler Spielkarten von einem Geber empfängt, mit:
 - a) einer Einrichtung zum Einwerfen einer Spielmarke (20) durch den Spieler an jedem Spielerplatz, um an dem zusätzlichen ansteigenden Jackpot des richtigen Casino-Tischkartenspiels teilzunehmen,
 - 35 b) einer Einrichtung zum Anzeigen des Betrages des ansteigenden Jackpots auf einer Anzeige für den ansteigenden Jackpot (70),
 - c) einer Einrichtung (40, 60) zur Erhöhung des Betrages, der auf der Anzeige für den ansteigenden Jackpot dargestellt ist, um einen vorbestimmten Betrag des Wertes der Spielmarke für jede eingeworfene Spielmarke, und
 - 40 d) einer Einrichtung (80, 60) zur Herabsetzung des Betrages, der auf der Anzeige für den ansteigenden Jackpot dargestellt ist, um den Betrag, der durch einen Spieler gewonnen wird, wenn der Spieler eine vorbestimmte Zusammenstellung der Spielkarten erreicht.
- 45 2. Vorrichtung nach Anspruch 1, dadurch gekennzeichnet, daß eine Signalanzeigeeinrichtung (22) an jedem Spielerplatz (12) vorgegeben ist, um anzuzeigen, daß die Spielmarke eingeworfen ist.
- 50 3. Vorrichtung nach Anspruch 1 oder 2, dadurch gekennzeichnet, daß eine Sperrschaltereinrichtung (55) vorgesehen ist, um ein verspätetes Einwerfen der Spielmarke zu verhindern.
- 55 4. Vorrichtung nach einem der vorhergehenden Ansprüche, dadurch gekennzeichnet, daß eine Rückstellschaltereinrichtung (50) vorhanden ist, um die Einrichtung zum Einwerfen einer Spielmarke (20) am Ende jedes mitgespielten Spieles zurückzustellen.

5. Vorrichtung nach einem der vorhergehenden Ansprüche, dadurch **gekennzeichnet**,
daß die Einrichtung zum Einwerfen einer Spielmarke ein Münzaufnehmer (20) ist, der an jedem Spielerplatz (12) angeordnet ist, und
5 daß die Anzeigeeinrichtung eine numerische, jedem Münzaufnehmer (20) zugeordnete Anzeige (70) ist.

Revendications

1. Dispositif pour incorporer un composant de gros lot progressif en tant que particularité supplémentaire
10 dans un jeu de table de casino réel comportant une table de jeu (10) munie de plusieurs emplacements (12) de joueurs dans lesquels un joueur reçoit des cartes à jouer provenant d'un distributeur, le dispositif comprenant:
a) des moyens associés à chaque emplacement de joueur pour que le joueur insère un jeton de jeu (20) pour participer au composant de gros lot progressif supplémentaire d'un jeu de cartes de table
15 de casino réel,
b) des moyens pour indiquer sur un compteur de gros lot progressif le montant du gros lot progressif,
c) des moyens pour augmenter le montant indiqué par le compteur (40,60) de gros lot progressif d'un montant prédéterminé de la valeur du jeton de jeu pour chaque jeton de jeu inséré, et
20 d) des moyens pour faire décroître le montant indiqué dans le compteur (80,60) de gros lot progressif du montant gagné par un joueur si le joueur réussit un agencement prédéterminé de cartes à jouer.
2. Dispositif selon la revendication 1, comprenant de plus un dispositif (22) de signal indicateur associé à
25 chaque emplacement de jeu (12) pour indiquer que le jeton de jeu a été inséré.
3. Dispositif selon la revendication 1 ou 2, comprenant de plus des moyens (55) à commutateur de verrouillage pour empêcher une insertion ultérieure d'un jeton de jeu.
- 30 4. Dispositif selon l'une quelconque des revendications précédentes, comprenant de plus des moyens (50) à commutateur de remise en place pour remettre en place les moyens pour insérer un jeton de jeu (20) à la fin de chaque partie du jeu.
5. Dispositif selon l'une quelconque des revendications précédentes, dans lequel les moyens pour insérer
35 un jeton de jeu comportent un dispositif (20) pour le contrôle de pièces de monnaie disposé à chaque emplacement de joueur (12), et dans lequel les moyens indicateurs comportent un affichage numérique (70) associé à chaque dispositif pour le contrôle de pièces de monnaie (20).

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FIGURE 1.

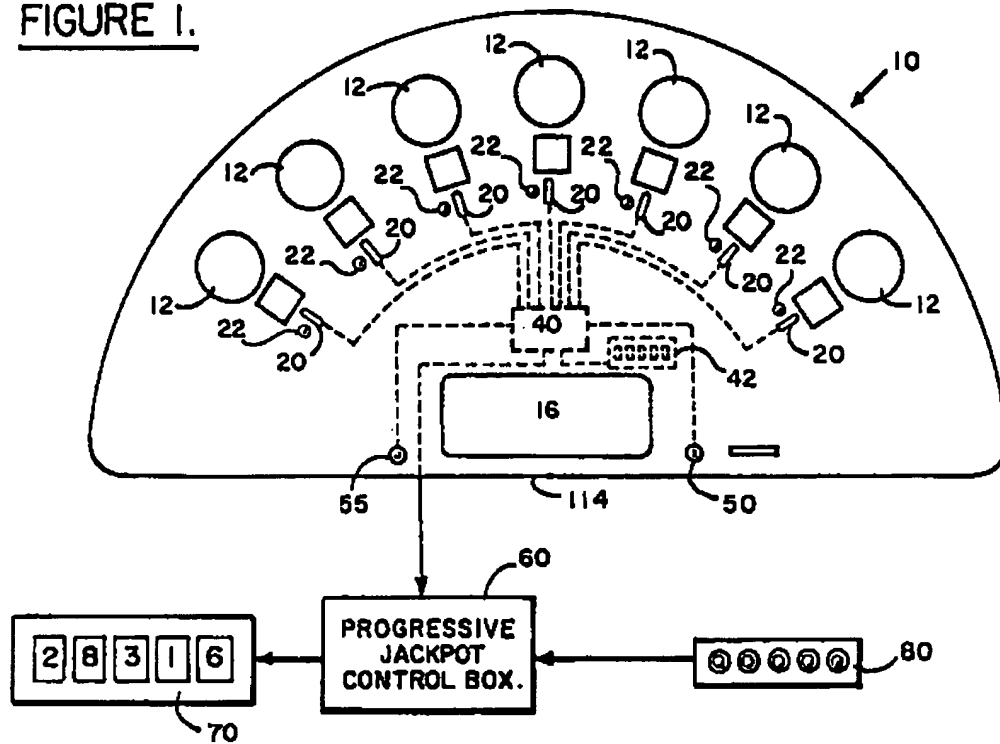
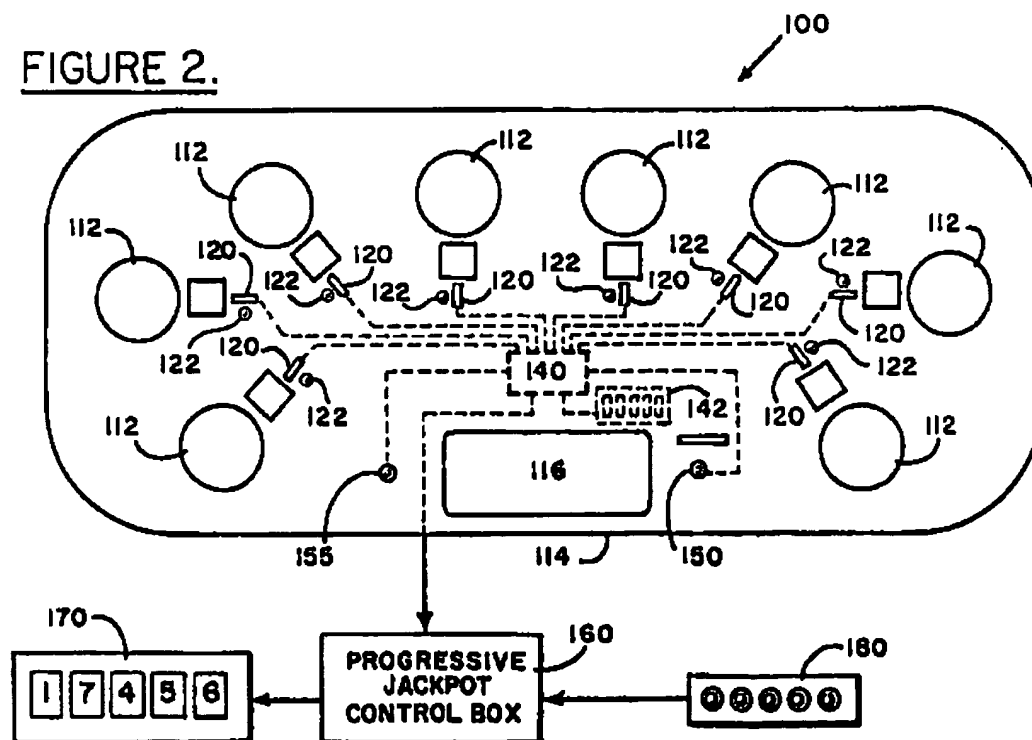


FIGURE 2.



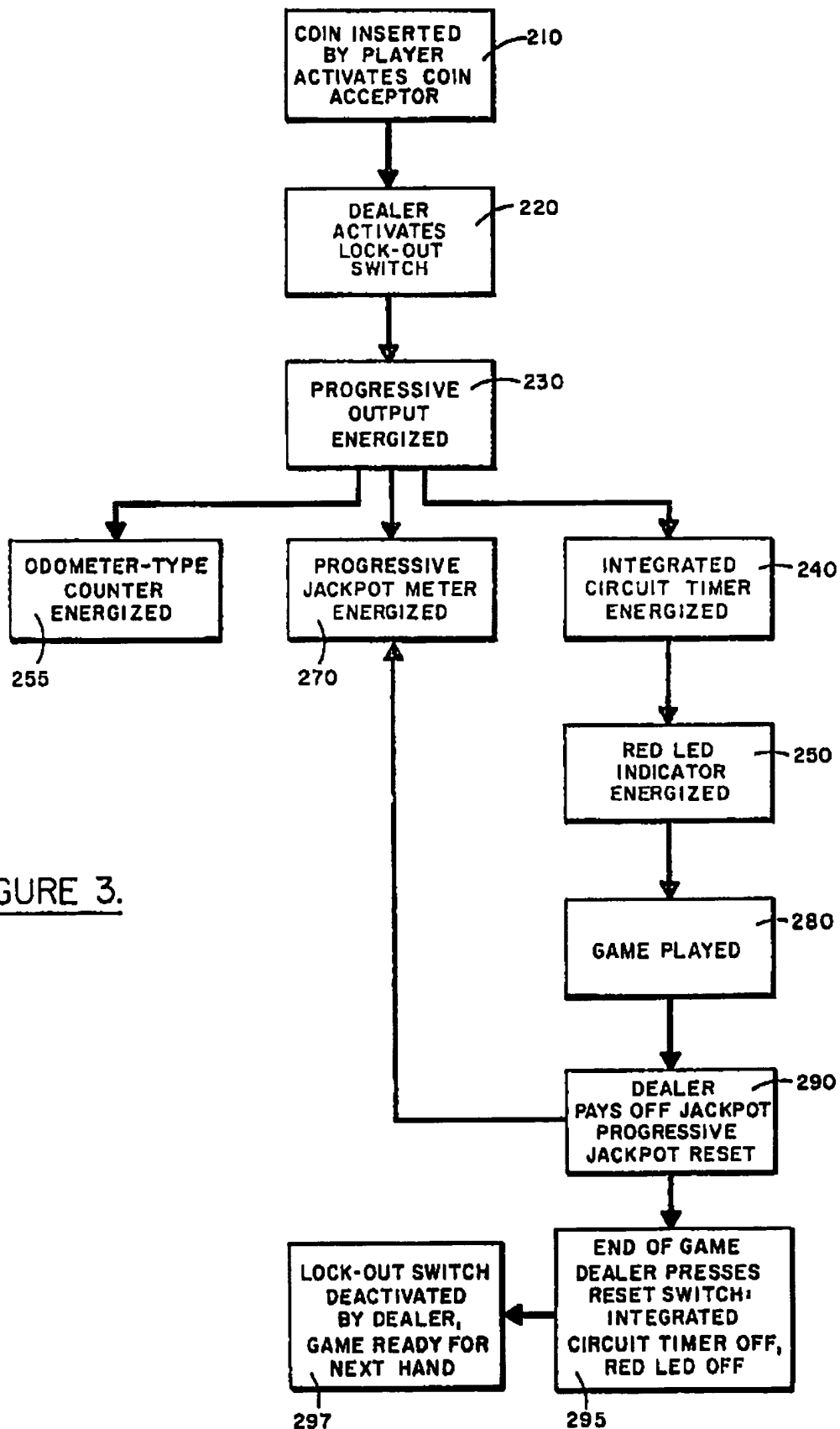


FIGURE 3.

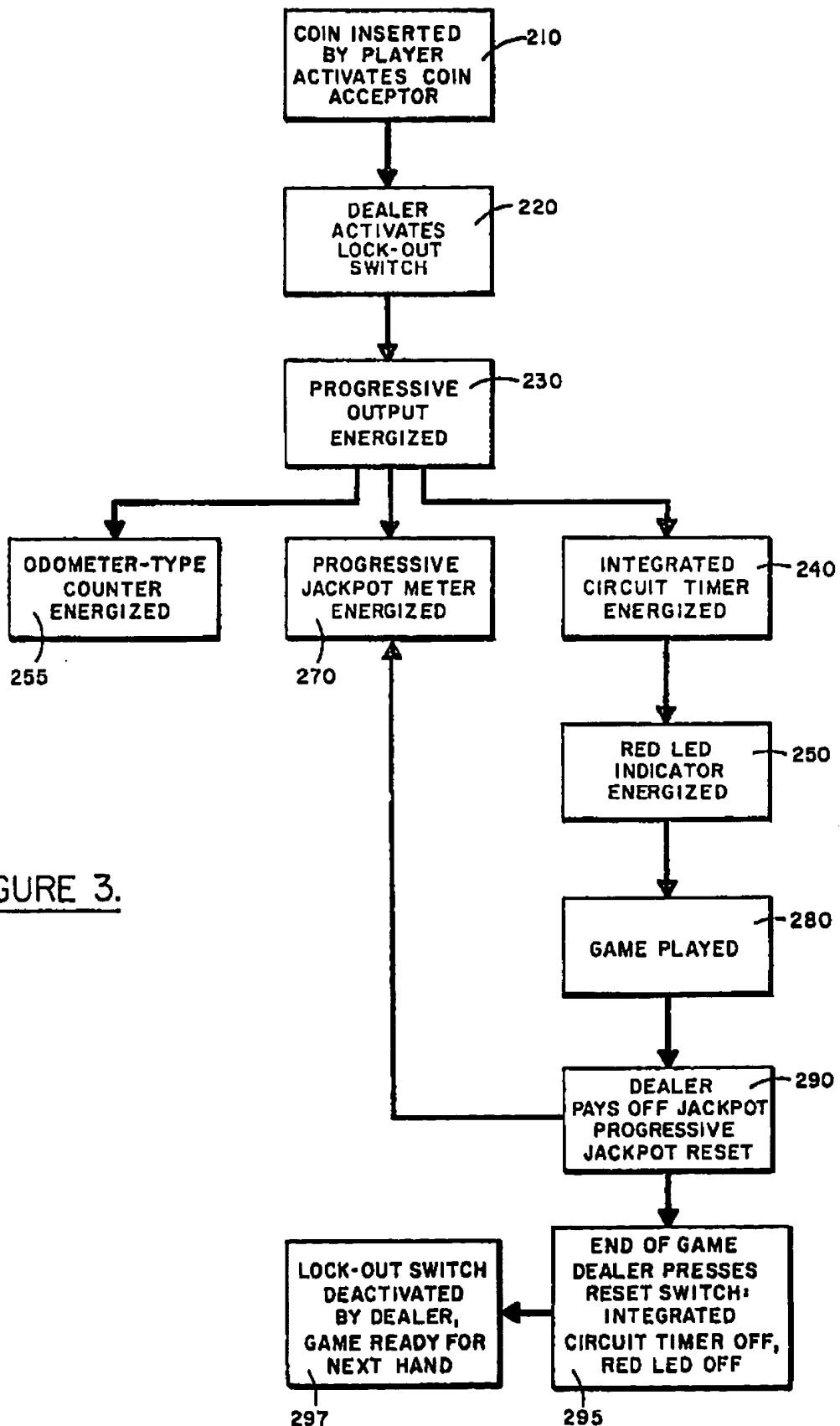


FIGURE 3.

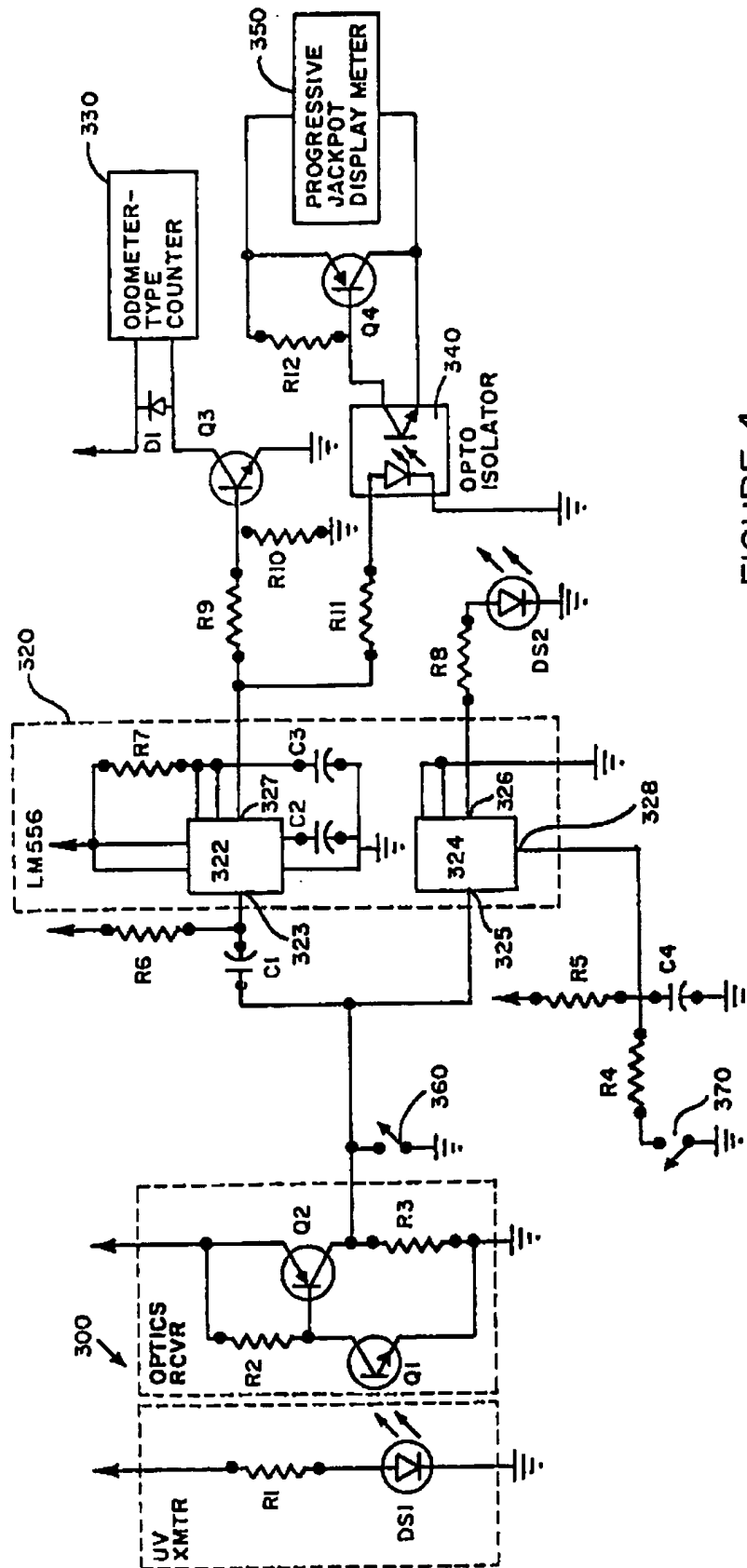


FIGURE 4.